Carrier Command - Amstrad CPC

Before you load Carrier Command, you are advised to read the Mission Briefing. Once you have loaded the game, you should read the Carrier Operations Guide, trying out the various sections of the Carrier, and familiarising yourself with the operational procedures.

Loading Instructions

Insert the disc and type |CPM then press Enter. The game will now load automatically.

Control Devices

Carrier Command supports keyboard, joystick and (Kempston) mouse control. These can be chosen from the Options menu, which can be selected from the Front End screen.

Control modes

It is important to familiarise yourself with the two control modes that are used in the game:
In "Pointer Mode", you move a pointer/cursor around the screen with the keys, joystick or mouse. This mode is used to click on icons by pressing the fire button.
By pressing the defined control mode key, you are

put into "Direct Control Mode", and in this mode the keys, joystick or mouse movements will actually control your Manta, Walrus, Carrier etc.

Starting The Game

Once the game has loaded, you will be presented with the Front End screen.
Click on **Strategy Game** if you want to begin a new game of Carrier Command, or **Action Game** if you wish to play a balanced mid-game version to improve your combat skills. Selecting **Options** will allow you to select your game controls.

Saving The Game Position

Save Game

This option allows you to save your current game position to disk for later retrieval.
To access this option from within the game, select the disc icon. There are a number of file and game management options available here:
You will need a blank system disk (i.e system format) disc ready for saving your game position onto. Before saving for the first time, you will need to clear your disc and identify it as your Carrier Command save games disc. To do this, select the

Zap Disc icon. Once the disc has been identified, you can then save onto it. You will **not** need to select **Zap Disc** again to save onto the disc in future.

Surrendering
Selecting the surrender 'flag' icon allows you to abort the game - effectively surrendering to the enemy forces. To surrender, press 's' on the keyboard or select any other available game icon to continue.

Colour Coding
Amstrad Carrier Command uses the following colour coding for the three island alignments:

At the lowest map resolution:

Blue	Free Island
Yellow	Enemy Island
White	Neutral Island

At the highest map resolution:

Blue	Free Island
Yellow	Enemy Island
Green	Neutral Island

Time Lapse

Amstrad Carrier Command includes a Time Lapse option, which effectively speeds up time whilst the icon is selected and the fire button is pressed. This option is best used to speed up time whilst a vehicle (e.g Carrier) is on its way to a new destination. It can also be used to speed up the production of items to be shipped to the designated stockpile island. However, the time lapse will also have the same effect on the enemy forces.

NB: The time lapse option does not effect the length of the time out on the messages screen, (please see the Carrier Command Operations Manual for further information on the message screen).